Amendments to the Claims:

This listing of claims will replace all prior versions, and listings, of claims in the application:

Listing of Claims:

1. (Currently amended) A method for operating a multi-player video game, the method comprising:

enabling each player of multiple players to interact with a gaming environment,

machine-detecting a score and/or performance of each player in a particular session of the video game,

backfeeding into the gaming environment a video image of a currently high-scoring player, and

displaying the gaming environment, and the video image of the currently high-scoring player of the multiple players in a predefined field that is set off and less than the entire playing field, the predefined field associated with the gaming environment that is configured to contain the video image of the currently high-scoring player during the particular session of the video game.

2. (Previously presented) A method as claimed in Claim 1, furthermore comprising

ranking high-scoring players in respectively successive playing sessions, and

providing a representation of one or more of the high-ranking players for display in subsequent playing sessions, based on the ranking.

3. (Previously presented) A method as claimed in Claim 1, for use in a multiple player environment, wherein the video image of select players of the multiple players is selectively cross-wise fed back to the multiple players.

4. (Previously presented) A method as claimed in Claim 1, wherein the video image of select players of the multiple players is made part of a composite image with one or more selected items taken from memory.

5. (Canceled)

6. (Currently amended) A video game system being arranged for running a multi-player video gaming environment, comprising

a user interface that is configured to enable each player of multiple players to interact with the gaming environment,

a detector that is configured to detect a score and/or performance of each player during a particular session of the video game,

a backfeeding device that is configured to:

backfeed into the gaming environment a video image of a currently high-scoring player of the multiple players, and

a display that is configured to display the gaming environment, and the video image of the currently high-scoring player, wherein the image of the currently high scoring player is displayed in a predefined field that is set off and less than the entire playing field, the predefined field that is associated with the gaming environment and is configured to contain the image of the currently high scoring player during the particular session of the video game, and

one or more cameras that are configured to provide the video

image of each player.

7. (Previously presented) A system as claimed in Claim 6, furthermore comprising ranking means for relatively ranking players in respectively successive playing sessions, and control means fed by the ranking means for providing video images of the high-ranking players to subsequent playing sessions.

8. (Previously presented) A system as claimed in Claim 6, arranged for implementing a multiple player gaming environment, and having cross-wise communication means for selectively cross-wise backfeeding the video image to multiple players.

9. (Previously presented) A method as claimed in Claim 1, further allowing the player to suppress during the session a presentation of the actual score, performance and/or video image to the backfeeding.

10. (P Currently amended) A method for operating a multi-player video game where each player of multiple players interacts with a gaming environment, the method comprising:

defining a field of a display that is set off and less than the entire gaming environment and that is configured to contain an image of a highest performing player,

determining a current performance level of each player during a particular session of the video game, and

displaying a video image of one of the multiple players that has the currently highest performance level of the multiple players in the field of the display together with the gaming environment during the particular session of the video game.

11. (Previously presented) A method as claimed in Claim 10, comprising :

ranking high-scoring players in respectively successive playing sessions, and

providing a representation of one or more of the high-ranking players for display in subsequent playing sessions, based on the ranking.

12. (Previously presented) A method as claimed in Claim 10, comprising backfeeding a video image of select players of the multiple players cross-wise back to the multiple players.

13. (Previously presented) A method as claimed in Claim 12, comprising enabling a player to suppress during the particular session at least one of a presentation of an actual present score, performance and video image of the player to the backfeeding.

14. (Previously presented) A method as claimed in Claim 10, comprising displaying a video image of select players of the multiple players as a part of a composite image with one or more selected items taken from memory.

15. (Previously presented) The method of claim 1, wherein displaying the image of the currently high scoring player includes

displaying the image of the currently high scoring player persistently during the particular session.

16. (Previously presented) The method of claim 1, wherein the predefined field is located in a prominent location relative to the gaming environment.

17. (Previously presented) The system of claim 6, wherein
the display is configured to display the image of the
currently high scoring player in the predefined field persistently
during the particular session.

18. (Previously presented) The system of claim 6, wherein the
predefined field is located in a prominent location relative to the
gaming environment.

19. (Previously presented) The method of claim 10, wherein
displaying the video image of the currently high scoring player
includes
displaying the image of the currently high scoring player
persistently during the particular session.

20. (Previously presented) The method of claim 10, wherein the
predefined field is located in a prominent location relative to the
gaming environment.